



Further exploration of the fabled New World brought to you by the famed explorer Stephanus Cornette and his most brave Trantios. Check out the website above or issues 10-11 for more details of the Lustrian setting.

Lustrian Scenarios

Here are a few of the scenarios that have been specifically tailored for Lustria (see page 18 of Town Cryer 10).

3. The Secrets of the Beujuntae

It has been more than a few millennia since the Daemons of Chaos descended upon the jungles of Lustria seeking to destroy the new races the old ones had created. The first Slann used High Magic to entomb these Daemons thousands of years ago. Now they lay in slumber, waiting to be awakened by unfortunate mortals. Some find the sacrilegious tombs that hold these Daemons while searching the jungles of Lustria for riches.

Within the Jungle lies such a dark forbidden secret. An ancient Daemon of Chaos lie in wait. Spawned from the Changer of Ways the Slann Mage Priests called it Beujuntae or 'Possessor of souls' in the Slann tongue.

In this scenario, warbands encounter each other while scavenging loot from the tomb they have found.

It can be played by 2-4 players seeking a new challenge. This scenario is not for the weak at heart. It is a challenging war of wits and might. Only the bravest players should attempt to quell the spirit of the Beujuntae.

Terrain

You should have a small tomb and ruins in the middle of the board and encircled by jungle. Each Player takes a turn placing a piece of terrain. They may place a tropical tree, ruins,

tomb or similar items. We suggest that the terrain is set up within an area roughly 4'x 4'.

Up to 16 carnivorous plants may also be in play. This should of course be discussed with the players in advance!

Set-Up

All players roll a D6 to see who deploys first. The player rolling highest sets up first, within 8" of the table edge of his choice. His/her opponent(s) then sets up within 8" of the opposite edge.

Starting the Game

Roll a D6. The player rolling highest has the first turn.



Special Rules

Once you have placed the terrain, put some artefact (wyrdstone) counters on the tabletop to represent where the artifacts are. There will be D3+2 counters total.

Each player takes it in turn to place a counter. Roll a D6 to see which player places first. The counters must be placed more than 16" from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from, so it is a good idea to put counters towards the middle of the table. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of artifacts without any penalty. Warriors cannot transfer their artefact to

another warrior. If the warrior who is carrying a counter is taken out of action, place the counter on the table where he fell.



In each of these tombs is interned the Beujuntae spirit of a Daemon of Chaos that are release should the tombs be opened by looters. After all the players have had the first turn each player rolls a D6 at the end of the first player's shooting phase. The warband with the lowest score has a hero possessed by the Beujantae. Choose from random which hero becomes possessed.

When a hero is possessed he/she gains *Fear* and a +1 S, +1 W, +1 A and +1 T. The possessed hero charges the nearest unit whether it may be friend or foe. It attacks first regardless of whether the opposing unit's abilities give it the chance to strike first.

At the end of the turn, the Daemon leaves the Hero's body for another. Repeat the possession process only on the first player's shooting phases. The Hero who was possessed has been immensely drained and is very weak, and therefore has an automatic injury roll against him. Roll a D6 on the injury chart for the hero who has been possessed.

If a warband has all their heroes out of action, then the warband must take a rout test. The henchmen are fearful of the Daemon that had possessed their Heroes.

Ending the game

The games ends when one warband fails its rout test or 6 turns have elapsed.

Experience

+1 Survives. If a Hero or a henchman group survives the battle, they gain +1 experience.

+1 winning Leader & Heroes. The Leader and Heroes of the winning warband gains +1 experience.

+1 per Artefact counter. If a Hero or henchman is carrying an artefact counter at the end of the battle he receives +1 experience.

+1 per enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

Rewards

The player who wins gets to open the tomb of a long-dead Slann Mage Priest (to the victor go the spoils!). Roll on the Items chart below to see what you find within the tomb.

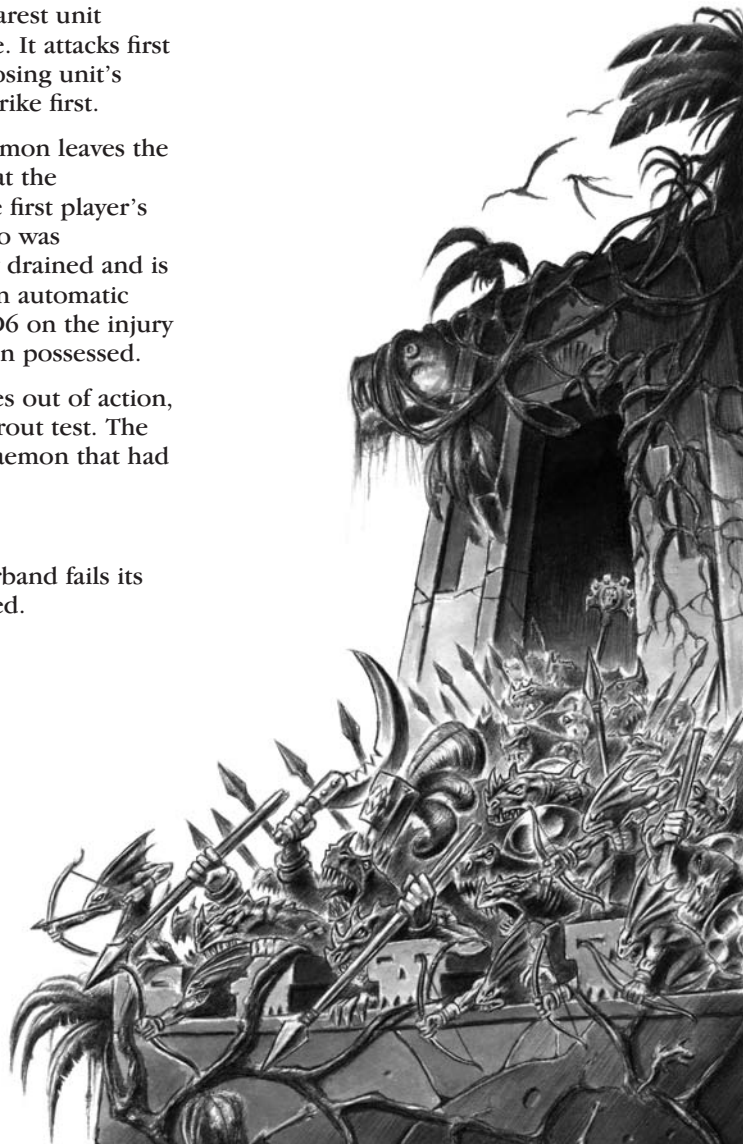
Roll 2D6 for each of the following:

5+2d6 gc (Automatic success)

6+ Magic Sickle raises WS of bearer +1.

7+ D6 gems worth 10gc each.

8+ Ancient Bone Armour confers 4+ save and in all other respects acts like light armour



6. Jungle Skirmish – The Fog of War

Early risers in Lustria are greeted by rolling mists that cut visibility to almost nothing. Few are the men that willingly venture out into the mists. It is easy to become lost and disorientated when each way you look is a sea of white. It is the dread fear of any treasure hunter to run across a rival warband in the mists, to not know exactly who it is you are fighting until it is too late...

This game may be played by 2-4 players

Set-Up

Each player rolls a D6. Whoever rolls the highest chooses which table edge to set up on, placing all his warriors within 8" of the table edge. His opponent then sets up on the opposite side as normal.

Terrain

Each of the players take turns placing pieces of terrain. They may place either jungle trees, ruins or other similar item. We suggest that the terrain be set up within an area roughly 4'x4'.

Starting the Game

Both players roll a D6, the highest goes first, second highest goes second, etc.

Special Rules

There is a light fog covering the whole table. To represent this, warbands have a -1M and -4" to their missile weapon range. This would make a long bow maximum range 26" rather than it's normal 30". The skill "Leadership" is reduced to half range, i.e. anyone wanting to use the LD value of the hero with Leadership must be within 3" of the model.

Ending the game

The game will end when there is only one warband remaining unbroken on the table. This warband is the winner.

Experience

+1 Survives. If a Hero or a henchman group survives the battle, they gain +1 experience.

+1 winning Leader & Heroes. The Leader and Heroes of the winning warband gains +1 experience.

+1 per enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

8. Island Hopping

The river Amaxon splits into several small tributaries, creating many small islands surrounded by swirling rapids. These islands sometimes contain important artifacts or treasure, and must be defended.

Terrain

On a 4'x 4' table, place a river so that it crosses the entire board, and its branches create several islands. There should be at least one more island than the number of players taking part in the scenario. Islands must contain at least 6" square of area. Set up at least as many bridges, as there are players in a sensible manner between the islands.

Warbands

The players each roll a dice. Whoever rolls highest chooses the island to set up on, and sets up first. The other players then choose in descending order.

Starting the Game

All players roll a die, and the highest roller goes first. Turn sequence proceeds clockwise around the table after the first player's turn.

Special Rules

The objective is to control as many islands as possible by the end of the game. To control an island, you must have more standing models on it than any single enemy. The river is impassable terrain, so bridges must be used to cross from island to island. There can be no more than four models on a bridge at any time. If a model takes a wound on a bridge, it must make an Initiative test or fall into the river. If this happens, it takes an additional S3 hit and is washed onto the nearest bank.

Ending the game

The game ends after six turns, or if all the warbands but one fail rout checks.

Experience

+1 Survives: all Heroes and henchmen groups who live through the battle gain +1 experience.

+1 Winning Leader. The Leader of the winning warband gains +1 experience.

+1 Per enemy OOA: Heroes gain +1 XP for each enemy they put out of action.

+1 Island Takeover: The Leader of a warband that controls another player's starting island at the end of the game gains +1 experience.

Hired Swords

Chameleon Skink

70 gcs to hire 12 gcs upkeep

Chameleon Skinks are an incredibly rare breed of Skink that can change the colour of their skins at will to blend in with their environment. Needless to say Chameleon Skinks are very stealthy and difficult to detect indeed

May be hired: Lizardmen warbands only.

Rating: The Chameleon Skink raises the rating of the warband by 16 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	2	1	5	1	7

Equipment: The Chameleon Skink comes equipped with a dagger, blowpipe with poison darts and a buckler.

Skills: The Chameleon Skink may choose from Shooting, Speed and Lizardmen special skills.

SPECIAL RULES

All of the Lizardmen special skills for Skinks: *Scaly Skin*, *Cold Blooded*, *Aquatic* and *Jungle born*.

Chameleon Skin: Because of the Chameleon Skink's unique camouflage he is very difficult to detect, therefore foes halve their Initiative when trying to detect him when *Hidden*. In addition Chameleon Skinks are at -2 to hit with missile fire.

Infiltrator: The Chameleon Skink is a master of disguise and deployment. You may place him anywhere on the board out of line of sight and at least 12" from any enemy model.



Pathfinder

60 gs to hire, +15 gs upkeep

As treacherous as the Lustrian wilderness can be, it is very often a wise choice to hire an experienced guide for a warband's expeditionary trek into the teeming jungles. Pathfinders, as they are called, are the very experts one would seek. They are well adapted to the unique landscape and hazards of the Lustrian continent; and more often than not, adventurous enough to live up to the challenge of the greatest fortunes and glory!

May be hired: Any warband.

Rating: A Pathfinder increases the warband's rating +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	4	1	8

Equipment: Sword, dagger, longbow, rope & hook, and Healing Herbs.

Skills: A Pathfinder may choose from Combat, Shooting, and Speed skills when he gains a new skill. In addition, there are a few skills unique to Pathfinders as detailed below, which he can choose instead of normal skills.

SPECIAL RULES

Lay of the Land: Even the densely packed growth of the primordial Lustrian jungles cannot bar the Pathfinder from his goal. The Pathfinder is unaffected by terrain modifiers and is able to circumvent even impassable obstacles.

Knowledge of Myths and Legends: Pathfinder has spent most of their lives tracking down numerous rumours and cryptic clues in search of the ultimate prize. During the exploration phase, if the Pathfinder was not taken out-of-action, you may re-roll one die, keeping the second result even if it is worse.

SPECIAL SKILLS

Lookout!: Having traversed much of the land himself, the Pathfinder is quick to recognise traps laid by enemies or natural hazards of the terrain. Once per game a Pathfinder may cancel the effects of one trap or hazard on a roll of 4+.

This Way!: Surviving years in the deadly wilds of Lustria has prepared the Pathfinder for nearly any circumstance. Any model in base contact with the Pathfinder at the start of his turn may traverse impassable terrain just as if possessing the same skill. If, however, contact is lost before reaching safety, the other model is considered out-of-action for the remainder of the game.

Dark Elf Assassin

70 gs to hire +25 gs upkeep

Few are better than the silent, black garbed killers of the Dark Elves, even the Skaven Clan Esbin quail at their expertise. It is not unusual for young apprentice assassins, when learning their dark trade, to be sent off to far away places to further hone their skills by selling their unique abilities.

May be hired: Any evil warband may hire a Dark Elf Assassin.

Rating: A Dark Elf Assassin increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	4	4	1	7	1	8

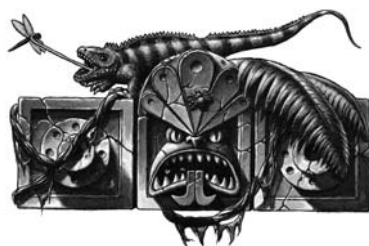
Equipment: Dark Elf Blade, dagger, repeating crossbow, Dark Venom, Light Armour and Dark Cloak (counts as Elven cloak).

Skills: An Assassin may choose from Combat, Shooting, and Speed skills when he gains a new skill. In addition, the Assassin may use any unique Dark Elf skills (see later), which he can choose instead of normal skills.

SPECIAL RULES

Perfect Killer: All attacks made by the Assassin, whether in shooting or close combat, have an extra -1 save modifier to represent his skill in striking at unarmoured spots.

Kindred Hatred: All Dark Elves suffer *Hatred* towards their High Elven kin.



Norse Shaman

45 Gs to hire +25 Gcs upkeep.

Even mighty warriors fear the seers of the great Norse tribes. It is said that these seers are mighty soothsayers and can tell when a warrior will meet his death in combat, a knowledge that any warrior dreads to know.

May be hired: Norse and human warbands in Lustria may hire The Norse Shaman.

Rating: The Norse Shaman adds +25 + his experience to the warband rating that he joins.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	1	1	8

Skills: The Shaman may choose from the Combat and Academic skill charts, in lieu of a skill, they may roll for an additional Rune (see below). Rolling a duplicate lowers the difficulty as normal for magic spells.

Equipment: The Shaman carries a rune staff and either a sword or an axe.

SPECIAL RULES

The Norse Shaman starts with two 'Runes' from the following chart. These are treated in the same way as Sigmarite Prayers and can be cast whilst wearing armour. Abilities that give saves against spells, give saves against runes.

D6 Result

1 Howl of the North Difficulty 9
Icy winds sweep before the Shaman knocking missiles from their path.

The Shaman is immune to all missile fire. Roll a dice during the Shaman's recovery phase. On a roll of 1 or 2 the winds dissipate.

2 Angvar's Fury Difficulty 7
The Shaman's howls rouses the anger of the warriors around him to a fever pitch.

All warriors within 8" of the Shaman gain a +1 to hit in hand-to-hand combat against the opposing warband. The spell lasts till the start of the Norse players next turn.

3 Elvek's Cold Spear Difficulty 7
A razor sharp icicle flies at the Shaman's foe.

The icicle has a range of 18" and causes one S4 hit. It strikes the first model in its path. Normal armour saves applies.

4 Gift of the Fates Difficulty 7
The Shaman calls on the three Wyrld Sisters of Norse legend for a glimpse of the future.

The Shaman may adjust one die roll by +/-1 between a successful casting of this rune & his next recovery phase. A to wound roll adjusted to or from 6 will not cause a critical.

5 Kiss of Frost Difficulty 6
The Shaman covers ground of his choosing with slick ice.

A single model within 12" of the Shaman must pass an Initiative test or be knocked down.

6 Bear's Might Difficulty 9
The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.

The Shaman gains +1 Attack, +2 Strength, +2 Toughness and lose -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each turn (both your's and your opponent's). If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once per game.

Dark Elf Warband

Dark Ones of Naggaroth

Many dare not speak of the High Elves' evil kin, the Druchii, or the Dark Elves as they are better known. They are a race for whom pain and pleasure have been pushed to the ultimate extreme. They leave destruction and despair in their wake and are more greatly feared than the barbaric Orcs and no less so than the tainted forces of Chaos and Undeath. To the victims of the Dark Elves it is the fortunate to whom a quick death is gifted for this twisted folk roam the Known World in search of slaves. The slaves of the Dark Elves are either worked to death in their mines, ripped apart on the altars to Khaine, their dark God, or tortured mercilessly by the Brides of Khaine, the Witch Elves. Dark Elves take a perverse delight in inflicting pain upon others just to see their victims suffer.

Despite their dire reputation for cruelty they are only rivalled as explorers and adventurers by their High Elven cousins. It is the lure of the precious, arcane artifacts of the Slann that bring these foul creatures to Lustria, travelling stealthily in their Black Arks and penetrating deep into the jungle. Dark Elves are adept at stealth and ambush and are well suited to the overgrown realm of the Lizardmen – most warbands don't even know they're being attacked until it is too late.



Choice of Warriors

A Dark Elf warband must include a minimum of three models. You have 500 gold crowns to

recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Heroes

High Born: Each Dark Elf warband must have one High Born to lead it – no more, no less.

Beastmaster: Your warband may include one Beastmaster.

Fellblades: Your warband may include up to two Fellblades.

Sorceress: Your warband may include one Sorceress.

Henchmen

Corsairs: Your warband may include any number of Corsairs.

Shades: Your warband may include up to five Shades.

Cold One Hounds: Your warband may include up to two hounds if it also includes a Beastmaster.

Starting Experience

High Born starts with 20 experience.

Fellblades start with 12 experience.

Sorceress starts with 12 experience.

Beastmaster starts with 8 experience.

Henchmen start with 0 experience.

Maximum Characteristics

Characteristics for Dark Elf warriors may not be increased beyond the maximum limits shown on the Elven profile on page 121 of the Mordheim rulebook.

Special Rules

Kindred Hatred: The Dark Elves have been fighting the High Elves for many centuries. The wars between these two races have been very long and bloody affairs. Dark Elves *Hate* any High Elf warriors including High Elf Hired Swords.

Excellent Sight: There are numerous legends detailing the excellent eyesight of the Elves, both Druchii and Ulthuan kin. Elves can spot *Hidden* enemies from twice as far away than normal warriors. (ie twice their Initiative value in inches)

Black Powder Weapons: Dark Elves may never use black powder weapons as they find them too crude, noisy and unreliable.



Dark Elf equipment lists

The following lists are used by Dark Elf warbands to pick their weapons:

DARK ELF EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	.5 gc
Sword	10 gc
Double-handed weapon	15 gc
Halberd	10 gc
Spear	10 gc
Beastlash	10 gc

Missile Weapons

Repeater Crossbow	35 gc
Crossbow Pistol	35 gc

Armour

Helmet	10 gc
Light armour	.50 gc
Shield	.5 gc
Buckler	.5 gc

Special Equipment

Dark Elf Blade*	15 gc
Dark Venom*	15 gc
Sea Dragon Cloak**	50 gc

* *May be taken by Heroes only.*

** *May be taken by Heroes and Corsairs only.*

SHADES EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	.5 gc
Sword	10 gc

Missile Weapons

Repeater Crossbow	35 gc
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Armour

Helmet	10 gc
Light armour	20 gc



Dark Elf skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
High Born	X	X	X		X	X
Sorceress			X		X	X
Fellblade	X				X	X
Beastmaster	X				X	X



Heroes

1 High Born

70 Gold Crowns to hire

Dark Elf Leaders are typically drawn from the Dark Elf nobility and lead the warband in search of gold, slaves and arcane artifacts to bring home to Naggaroth. They are cold and ruthless killers and they command the respect of their troops through assassination and terror. They have attained their position of leadership by eliminating rival nobles who stand in their way and through their remarkable cunning, they are dangerous foes who embody the merciless traits of the Druchii race.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	9

Weapons/Armour: A High Born may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the High Born may use his Leadership instead of their own.



0-2 Fellblades

40 Gold Crowns to hire

The Fellblades are elite warriors of the Dark Elf armies and are often linked to the household of a particular Noble family. Fellblades live a life of strict martial training, each specialises in a particular weapon and fighting style. Killing is a way of life for these warriors. Enemies can expect no mercy from them. Fellblades accompany raiding parties to Lustria as paid guards or to further hone their killing skills.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

Weapons/Armour: Fellblades may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Melee Specialists: Fellblades live by a strict code of close quarter fighting. Fellblades may not use missile weapons of any sort.

0-1 Beast Master

45 Gold Crowns to hire

Whereas the High Elves have a great affinity with Dragons and Griffons and other noble creatures their malevolent kin have infamous Beastmasters, Dark Elves of particularly cruel renown who breed many vicious beasts and lead them into contact. Unlike the High Elves who treat their beasts as companions, the Dark Elf Beastmasters are very spiteful masters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: A Beastmaster may be armed with weapons and armour chosen from the Dark Elf Equipment list.

SPECIAL RULES

Cold One Beasthound: The Beastmaster may be accompanied by up to two Cold One Beasthounds, these are bought as henchmen and follow all rules for listed for them.



0-1 Dark Elf Sorceress

55 Gold Crowns to hire

Dark Elves are strange in that apart from the fell Witch King there are no other male sorcerers, all the other practitioners of magic in the Dark Elf race are female. It is rumoured that any males who do develop an affinity for magic amongst the Dark Elves are immediately put to death to fulfil some dark prophecy. Dark Elf Sorceresses are mysterious, raven-haired beauties who are grudgingly respected even from the powerful High Born and their services are high in demand.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: The Sorceress may be armed with weapons and armour chosen from the Dark Elf Equipment list but they may not cast spells if wearing armour.

SPECIAL RULES

Wizard: The Dark Elf Sorceress is a wizard and uses Dark magic, detailed below.

Henchmen (bought in groups of 1-5)

Corsairs

35 Gold Crowns to hire

The Dark Elves are cruel and fierce fighters. This is especially true of the Corsairs – the Black Ark Raiders. They are skilled with sword and axe, as well as the repeater crossbow, the distinct missile weapon of the Dark Elves. Whenever a Black Ark explores the coast of Lustria the Corsairs are the first to launch raiding parties.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

Weapons/Armour: Corsairs may be armed with weapons and armour chosen from the Dark Elf Equipment list, in addition they may wear Sea Dragon Cloaks even though they are not heroes.



0-5 Shades

30 Gold Crowns to hire

The stealthy Dark Elf Scouts rely on their repeater crossbows to harass and snipe at the enemy, rather than engaging them head on as ambush is the preferred style of fighting. Shades are young and inexperienced scouts that see the expeditions to Lustria as a valuable training opportunity.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	5	1	8

Weapons/Armour: Shades may be armed with weapons and armour chosen from the Shades Equipment list.

Natural Stealth: The first thing that Dark Elf Scouts master is the art of moving without being seen or heard. If a Dark Elf is *Hiding*, enemy models suffer -1 to their Initiative value for determining if they can detect him.

0-2 Cold One Beasthounds

30 Gold Crowns to hire

The Dark Elves capture and breed many exotic creatures to fight for them and fights between pets are often staged as a form of entertainment amongst the Dark Elves. One such animal was discovered in Lustria. Distantly related to Cold Ones, the Cold One Beasthound lives in swamps and bogs. Cold One Beasthounds are larger than wardogs and of similar build but are in all other respects reptilian. Rows of sharp teeth fill its maw, and when provoked, the Cold One Beasthound is a very aggressive beast. The Dark Elves capture and train these creatures to fight in battles all over the Warhammer world.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	1	1	1	4

Weapons/Armour: Cold One Beasthounds are animals and do not need any weapons save their claws and massive jaws.

SPECIAL RULES

Animals: Cold One Beasthounds are animals and all animal rules apply to them, they never gain experience.

Beastmaster: Cold One Beasthounds are nasty viscous brutes that are barely kept under control. If the Beastmaster dies the beasts will immediately escape from the warband and they are removed from the warband roster. If the Beastmaster is unable to participate in a battle, then neither will the beasts.

Stupidity: Cold One Beasthounds may use the basic Leadership of the Beastmaster if they are within 6" of him. They may never use the Leadership of the warband leader, nor may they benefit from the Beastmaster's increased Leadership if he is within 6" of the leader.

Scaly Skin: Cold One Beasthounds have tough scaly skin, and are considered to have a 6+ armour save. This save cannot be modified beyond 6 due to strength modifiers but any result of 'no save' on the injury chart will negate the unmodified 6+ save.

Fear: Cold One Beasthounds cause *Fear*.



Special Equipment

Dark Elf Blade

(+20 gold crowns to weapon/Rare 9)

Dark Elf Blades are forged in the city of Hag Graef, the Dark Crag. They are fashioned from Blacksteel, a rare form of steel found deep within the mountains around the city. Dark Elf Blades have wicked protrusions and serrated edges, which inflict serious damage on an opponent. Any Dark Elf can upgrade a sword or dagger to a Dark Elf blade by paying an additional 20 gc at the time of purchase. Weapons upgraded to a Dark Elf Blade retain all of their abilities (i.e. swords can parry, daggers grant an armour save of 6).

Range Close Combat
Strength As user
Special Rules *Critical Damage, Wicked Edge*

SPECIAL RULES

Critical Damage: Dark Elf blades inflict serious damage on their opponents, when rolling on the critical hit chart a Dark Elf blade will add +1 to the result.

Wicked Edge: Dark Elf blades are set with sharp protrusions and serrated edges which inflict serious damage on an opponent, a roll of 2-4 on the injury table is a *Stunned* result.

Beastlash (10+D6 Gold Crowns/Rare 8) (Beastmaster only)

The Beastmaster make good use of their whips to goad their hounds and creatures into combat.

Range Close Combat
Strength As user -1
Special Rules *Beastbane, Reach*

SPECIAL RULES

Beastbane: The Beastmaster wielding a Beastlash causes *Fear* in animals, any animal charged or wishing to charge a Beastmaster with one of these weapons must first take a *Fear* test as mentioned in the psychology section of the Mordheim rules.

Reach: A Beastlash may attack opponents up to 4" away (see Sisters of Sigmar Steelwhip).

Sea Dragon Cloak

(50+2D6 Gold Crowns/Rare 10)

Dark Elf Corsairs use special cloaks fashioned from Sea Monsters that dwell deep in the oceans depths. These cloaks are tough and resilient and offer Dark Elves with a very good amount of protection.

SPECIAL RULES

Scales: 5+ armour save in close combat, 4+ armour save against missiles.

Dark Elf Special Skills

Dark Elf Heroes may use the following Skill table instead of any of the standard skill tables available to them.

Fury of Khaine

The Dark Elf is infused with an intense raging thirst for blood and is a whirlwind in hand-to-hand combat, moving from opponent to opponent. The Dark Elf may make a 4" follow up move if he takes all of his opponents out of action. If he comes into contact with another enemy this starts a new combat. This new combat takes place in the following turn and the model counts as charging. May not follow up in the opponent's turn

Powerful Build

The warrior is strongly built for an Elf and is capable of feats of strength. A warrior with this skill may choose skills from the Strength table. The Sorceress may never take this skill and no more than two warriors in the warband may take this skill at any one time.

Fey Quickness

Few can ever hope to match an Elf's inhuman quickness and agility. An Elf with *Fey Quickness* can avoid melee or missile attacks on a roll of 6. If the Elf also has *Step Aside* or *Dodge* this will increase to a 4+ in the relevant area. For example, an Elf with *Fey Quickness* and *Step Aside* avoids melee attacks on a 4+ and missile attacks on a 6.

Infiltration

The Dark Elf can *Infiltrate*, this skill is exactly the same as the Skaven skill.

Master of Poisons

The Dark Elf is proficient in concocting different poisons. If the Hero doesn't search for rare items, he may make D3-1 doses of Dark Venom instead. There is a chance of getting none, as the hero doesn't have access to a stable workplace. The poison must be used in the next battle and cannot be sold or traded to other warbands as the Dark Elves guard their secrets very carefully.

Dark Elf Magic

The Dark Elves are as accomplished practitioners of magic as their arch enemies the High Elves but whereas the High Elves essentially use magic defensively and for the power of good, the Dark Elves utilise the evil powers of Dark Magic a very destructive force indeed.

D6 Result

1 Doombolt Difficulty 9

Whispering an ancient incantation the Sorceress conjures a bolt of pure dark energy and unleashes it from her outstretched hand.

The bolt of doom may be targeted at any enemy model in line of sight. The Doombolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is also hit on a 4+, at -1 Strength than the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Each model can only be hit by a bolt once per turn. Take armour saves as normal.

2 Word of Pain Difficulty 8

The Sorceress calls the curse of the Witch King down on his enemy reducing their willingness to fight.

The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. Lasts until the beginning of the next Dark Elf turn.

3 Soul Stealer Difficulty 9

At the Sorceress's touch, the essence of life is drained from her enemy and absorbed into her body giving him renewed strength and vigour.

Once successfully cast, the Sorceress has to make a to hit roll against a model in base contact. If the attack is successful and her opponent is struck, he suffers a wound with no armour save possible. The Sorceress feeds on this life-force and adds one wound to her profile. Note: the Sorceress can never have more than one extra wound from the use of this spell and the extra wound is lost at the end of the battle.

4 Flamesword Difficulty 8

Summoning Dark Magic the Sorceress engulfs a weapon in twisted black flames.

The Sorceress may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but also adds a +2 bonus to the users Strength. Hits inflicted from the weapon ignore armour saves. Lasts until the Sorceress' next shooting phase.

5 Deathspasm Difficulty 10

The Sorceress channels Dark Magic into her enemy, causing him to writhe in excruciating pain.

The Deathspasm has a range of 6" and must be cast on the closest enemy model. The affected model must roll on the injury chart. If successfully cast, the casting Sorceress is immediately knocked down.

6 Witch Flight Difficulty 7

The Sorceress bends the winds of magic to her will and flies through the air.

The Sorceress may immediately move anywhere within 12", and may count as charging. If she engages a fleeing enemy in the close combat phase she will score 1 automatic hit and then the opponent will flee again.

Phillipe hated this place. He hated the humid heat and the sun that burned his skin. It had only been a week in this godforsaken jungle. 'Man eating plants, snake pits and lizards that walk on two legs...' He mumbled to himself with distaste. Phillipe would leave this dammed jungle with his friends, fast as the holy Madre could blink her eyes. It is only for the treasure the tales and myths speak of that has kept him and his Remasen friends here. The six Tileans moved forward cautiously under the dark canopy of trees.

It was only a few hours ago that Captain Andres found strange tracks on the ground. They had never seen such tracks before, and wondered what beast made such a strange trail. They concluded that whatever the nature of the beast, it would bring a hefty price if sold at the market at one of the coastal settlements. Dead exotic creatures are usually sought after by wizards, but exotic creatures captured alive bring more riches. Whenever you have merchants and nobles who are collectors a lot of money is to be made. So, they went on the hunt.

'Senore Andres, maybe we should head back to the shoreline eh?' Suggested Phillipe to his captain. Andres was a sturdy warrior, who had seen many battles. He was always thinking of his companions first and glory second and Phillipe was trying to find some reason and common ground to persuade his captain.

Senore Andres paused for a moment and so did the rest of the five men, who awaited their captain's decision. Andres thought for a few moments. He eyed his men closely. They were good men, but exhausted none the least. He could see them breathing heavily. They were not used to this intense environment. "We will camp here tonight." Andres spoke finally. The rest of the group gave a heavy sigh of relief. Although they still wanted to head back to the shore they knew their limits of compromise when it came to their leader. They set up camp amid a small clearing and before too long were singing songs and telling stories of their grand adventures in the land of gold and riches.

Carlos and Piassiso stood watch that night. Carlos had been at the ale again and nodded off, leaning against his halberd. When he came to all was quiet and very still and the night air brought a cool breeze with it. It was then, that he realised, it was too quiet for the jungle. Unfortunately for Carlos, as he opened his eyes he found himself face to face with two large red eyes and a monstrous mouth. The beast's eyes were locked onto Carlos'. He sat frozen, trying to persuade himself that he was dreaming. The beast hissed, sending a gust of fetid, acrid breath over Carlos' face, it was then that he concluded the creature was real.

'Druchii!' Carlos cried the instant before the beast's jaws ripped out his throat in a single bite. His cry of desperation was enough to warn his friends, but before they could ready their weapons it was too late. A second beast leapt out from the dark and pounced on Piassiso crushing his bones and rending the flesh from them. A man, but too lithe to be a man, silhouetted against the campfire lashed out at the beasts with a whip. The all too familiar 'k-ching, k-ching' sound could be heard from the dense foliage, each noise signifying a hail of bolts from a Druchii repeater crossbow and each noise followed by a scream. It was all over in seconds, ill prepared and surprised it wasn't long before most of the Remasens were dead.

Phillipe was barely conscious through the pain caused by the vicious barb embedded in his thigh. Through his blurry vision he could make out the beasts that had attacked them, huge scaled lizards and they were devouring the remains of his friends. Then he could start to make out the shadowy shapes that had massacred his friends in an instant, they were tall and lithe and despite their fierce, cold stares they were truly beautiful. Phillipe had never seen the legendary and infamous Druchii before. Looking into those blank, unfeeling eyes as the Druchii surrounded his prone form Phillipe realised that it was his friends who were the lucky ones as the Druchii slowly drew wickedly barbed blades. A high pitched scream rent the still night air over the jungle, quickly followed by another and then another...



Building a Temple City

By Tommy Punk (tommypunk@telia.com)
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The typical temple city occupies a clearing in the jungle, and is often bordered by swamps. The paved roads that lead into the city cross these swamps by means of stone causeways. In turn, the roads and causeways are flanked by avenues of lizard-daemon statues, carved from massive blocks of stone. Most of the temple cities are somewhat ruined or neglected and the jungle often intrudes upon them, covering roads and statues in vines.

The causeways become processional ways as they proceed into the heart of the city. They are lined with carved stone covered in sculptured scenes and glyphs recording various events, myths or rituals important to the Lizardmen. These roads may pass between tall obelisks, which are positioned to define the alignment of the axis of the city to various stars and planets. At the heart of the city is a great paved plaza. The pyramid temples face onto the plaza from all sides. This place is where the population gather to observe rituals and where the army of the city parades before marching off to battle.

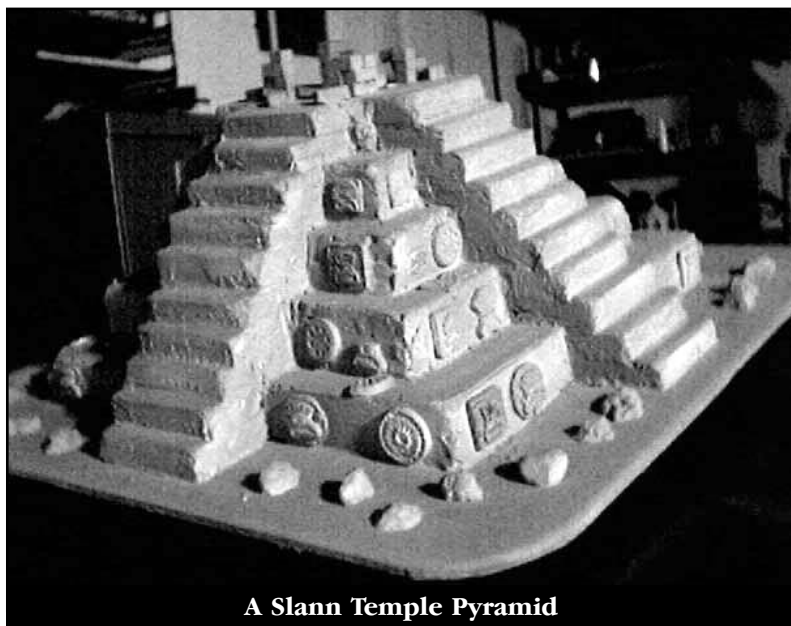
The pyramid temples rise up in platforms, giving a stepped appearance. The temple itself is located on the flat topmost step and one or more staircases ascend the pyramid. The

pyramids are built from white stone that gleam in the sun and are decorated with sculptures painted in striking colours and strange carvings depicting glyphs. The treasure sought by the plunderers can be found inside and below the pyramid temples, located in chambers or lining corridors. However the golden plaques, that tells of the Old One's plan, are protected by traps and located behind hidden passages.

The barrios of the Skinks form the suburbs of the city. Here the Skinks live and pursue their craft of making the artifacts of the Lizardman civilisation. There are many types of craftsmen here: the makers of scrolls, beaters of copper, brewers of intoxicating potions and the sculptors of glyphs, as well as vast numbers of workers, skilled and unskilled, and their overseers. These clusters of small houses, courtyards and workshops are crowded and full of activity with Skinks scurrying about attending to various tasks. In many cases vast quantities of gold can be found in the workshops of Skink glyph-sculptors. The glyphs are made of gold for its shining surface, but the precious metal was otherwise seen as useless.

Nick Davis' Jungle Fever articles in WD 223, 225, and 232 offer loads of ideas to make a Lizardman city and it will not be that hard to make ruins using those ideas. Also the 40K jungle terrain looks quite good and is sold

separately so you can really make a nice jungle or place jungle trees on the bases of lizardmen buildings. I made a few ruin bases myself using the doorframes from Warhammer quest. I glued one or two to a base of cardboard, covered most of it in vines made from plastic aquarium plants and added some lichen around the edges to flesh it out. I cut a few frames in two pieces to place as single pillars or lying down, giving the piece a half-ruined look. They turned out pretty



A Slann Temple Pyramid

good and were very easy to make.

Equipment

- Cocktail sticks (the little ones)
- Scissors
- PVA glue
- Cardboard Rolls*
- Paper
- GW mail order packaging boxes.

* Cardboard Rolls: The key to the varying size of the barrios is cardboard roll size. To make a large barrio – lower tier or stand-alone size – you should use the common toilet roll of 4.5cm diameter and 11 cm length. The 4.5cm diameter is the important bit. To make a small barrio – higher tier size – use packaging rolls of 3.5cm diameter.

Pyramids

The basic pyramid is a stepped pyramid. Large blocks of stone have been placed on top of each other with a single stone or slab on the top step. The entrance to the tomb is located at ground level and cuts into the first and second steps. The doorway is easily created by gluing a strip of polystyrene on the second step and painting glyphs on it. If you want to create the sloped pyramid you can glue thinner layers of polystyrene to form the steps and then sand them with a sanding block. This requires no measurement or accurate cutting of foamboard. The door is just a piece of polystyrene that blocks the entrance.

Flanking statues

The roads and squares of the temple cities are often lined with statues. You can use spare Saurus minis as statues, just paint them in a suitable stone colour. If you don't like the weapons on the models just cut off their hands! After all, the statues have been around for some time and bits can very well have broken off – or why not cut a model in two and place it on its side as if it has toppled over. You can even sand the model to smoothen the features. You can make a nice base for the statue to stand on by gluing two 25mm bases back to back. This also leaves you with a slot to place the miniature in if you use slottabases.

Finishing Touches

There are several ways to create a few nice touches. One is to place skeletons that lean against the entrance stones. They are

obviously raiders who died of thirst while trying to break into the temples. Or use parts from the Zombie and Empire regiments and then have skeletons with only tatters of their clothes remaining. Glyphs can be painted around the entrance stones, just visit the library for examples and ideas.

Small Barrio

Chop a piece off your packaging roll of about 5cm. Squash and fold your cylindrical piece of card into a rough rectangle. It won't be a perfect rectangle, which is fine. Don't score it to fold it, just squash it into shape. Your roll should now have a cuboid-with-rounded-corners cross section. Cut a door of about 2cm width and 2.5cm height in the bottom of one of the wider faces. Drill two pairs of parallel holes in the tops of both wide faces. Chop about 2/3 off two cocktail sticks, and insert them through the holes, piercing both faces. Cut off the points of both sticks.

Cut out a piece of paper which will be the roof of the barrio. For this purpose, it should have tabs to go up the sides of the barrio – it is not placed directly on top, but slightly beneath the parapet. Fold the tabs in and tailor the paper to fit inside the top of the barrio. Put PVA glue onto each of the tabs. Place the paper on top of the cocktail sticks, which go through the barrio, and glue the tabs to their corresponding walls. Leave to dry, and the PVA gives the structure incredible rigidity, helped along by the cocktail sticks which look great as well.

To paint, cover in textured paint and then drybrush as usual. These are really quick to make at about 5 minutes per barrio so you can have nice big avenues of them.

Large Barrios

The construction of large barrios is identical to that of the small ones, except that since you are now using the larger toilet roll the paper roof will have to be bigger, and the cocktail sticks slightly longer. You should cut the toilet roll in half, so the height should be approximately 5.5 cm, whereas the smaller barrio's height is 5. The difference should be small but noticeable.

Double Tiered Barrios

To make a double tiered barrio, you require 1 small and 1 large skink barrio. Place the smaller one on top of the larger one, and you have a double tiered barrio.

Ceiling Capacity

If constructed correctly, approximately 2 small based models ought to be able to stand atop the larger barrio comfortably, and only 1 on the smaller ones. The following is a good rule for ceiling and interior capacity for the barrios:

Large Barrio: 2 small based/1 large based model

Small barrio: 1 small/large based model

Monster based models cannot stand in or on top of either of the barrios.

Interconnecting Bridges

These bridges are designed to stand between any combination of double tiered and large barrios.

Cut a strip from a GW mail order box (or any other thin but rigid cardboard) of optional length – I suggest that the average bridge length is 12-14 cm – and a width of 2.3cm. The mail order boxes are ideal because they are corrugated for rigidity, but also thin so they don't look ridiculous.

The angle that these bridges meet the barrios at is customisable. If you want the barrios parallel then obviously leave the ends flat. If you want a 45 degree angle between the barrios, chop one of the ends so that it is 45 degrees. These are so quick to make that you can make at least 5 for every degree available, so don't be conservative.

On the underside of the bridge, score a line about 0.5cm in from each end, and fold the resultant flap in. Chop a cocktail stick up so that its ends only just protrude from underneath the ends of the bridge, and PVA glue them into the corner of the crack (this is for extra rigidity on the corners).

Congratulations, you now have a fully functional bridge.



Painting

To paint all pieces of scenery described so far, follow the same procedure. Paint them all over with textured paint, preferably a sort of sandy yellow. If you can't get hold of a sandy yellow textured paint, just use normal textured paint and paint it yellow later. Whatever happens, drybrush in a brighter shade of yellow so that the little bits of sand or grit stand out. Due to the nature of the paint this makes everything even more rigid.

And there you have it! Other terrain tips include using the WH40k trees as jungle trees, which work brilliantly. Leave the green plastic of the leaves as it is, but put a green wash on it for darkening and bringing out the full detail.

The alternative way

However not everyone want to build all that jungle/city terrain and a good and cheap alternative is Lego. You can also use books to create stepped pyramids or upside turned boxes as houses. The following is a little story from Eric Ostermann that really illustrates the good use of alternative 'terrain'.

'As both me and my wife are playing Warhammer I am lucky to come home and see the dining room table frequently already set up with lego houses, lego walls, and blue cloths as water, green ones as forest areas and overturned bowls as hills. But last night my wife created a whole Temple City. The Slann had a huge flat topped pyramid in the city centre to stand on and he could see the whole city from his vantage point. She had made walls, city sectors, market places and best of all my sons newest block set had dino's and she mounted these on pillars to make cool obelisks and stuff. It looked very Aztec like, it was breathtaking. Her and the kids worked all afternoon on it. Fighting city block to city block was fun, a city street could only fit 5 models across so it was a lot of brutal hand to hand combat as well as archers on the rooftops. Also, you'll love this, a cloth covered parts of the city which were only unveiled as I moved troops through it. Talk about dead end alleys and such. You can use many items on hand and still enjoy the game. They might not look as real, but imagination goes a long way and lego is easy to assemble/disassemble due to damage, and best of all very inexpensive. I only wish I had pictures...'

Dark Elf Warbands

Here are some Dark Elf minis to help represent your warbands. If you ask the Trolls we're sure that they will be able to come up with ideas for models to use for your Beastmaster.



DARK ELF SORCERESS
021202001 – £4.00



DARK ELF CHAMPION1
021200501 – £3.00



DARK ELF CHAMPION 2
021200502 – £3.00



DARK ELF CORSAIR 4
021200704 – £2.00



DARK ELF CORSAIR 2
021200702 – £2.00



DARK ELF CORSAIR 3
021200703 – £2.00



DARK ELF CROSSBOWMEN – £2.00

Remember that there are loads of other Dark Elf models available from Mail Order and that this is just a small selection of them – why not call the Trolls and ask?

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